

# ALYSSA REYES

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## EDUCATION

### University of California, Irvine

Computer Science, B.S

GPA: 3.689

Dean's Honor List

## RELEVANT COURSEWORK

- Data Structures
- Algorithms
- Data Management
- Artificial Intelligence
- Machine Learning
- Information Retrieval
- Requirements Eng.
- Systems Design
- Embedded Systems

## TECHNICAL SKILLS

**Languages:** Python, C++, JavaScript, SQL, C, Java, HTML/CSS, R, Tagalog

**Technologies/Frameworks:** React, Figma, Git, AWS, MySQL, Node, Pandas, Scikit-Learn, NumPy

## PROJECTS

### Fablix | HTML/CSS, JavaScript, MySQL, Tomcat, AWS

October 2024

- Developed a dynamic web application for managing and browsing movie data, enhancing user experience through intuitive design and functionality
- Implemented a fully functional back-end using MySQL and Tomcat, ensuring efficient data retrieval and management
- Deployed the application on AWS, optimizing performance and scalability to accommodate user demands

### Plan-It | React, JavaScript, CSS, Firebase, Figma, Google Places API

January 2024

- Developed a visual itinerary web application, enabling users to seamlessly plan and map their travel itineraries
- Implemented Firebase for real-time database management and authentication, ensuring data security
- Delivered accurate location data by integrating Google Places API to enhance the planning experience
- Created high-fidelity prototypes in Figma, effectively translating design concepts into functional React components

### Search Engine | Python

December 2023

- Developed a search engine from the ground up, capable of handling tens of thousands of web pages with high efficiency
- Implemented complex ranking and retrieval mechanisms, including TF-IDF weights and an inverted index for accurate search results
- Achieved a query response time of under 300 ms, ensuring a seamless user experience

## EXPERIENCE

### Video Game Design Club @ UCI

September 2023 – present

UI/UX Designer

Irvine, CA

- Designed intuitive UI for game menus, HUDs, and in-game interfaces, optimizing player engagement and experience
- Worked closely with a cross-functional team in agile sprints, ensuring alignment on design goals and seamless integration of gameplay mechanics
- Conducted user testing and gathered feedback to iteratively refine the user interface, enhancing player satisfaction
- Contributed to the successful release of multiple games on itch.io, actively participating in the final QA process to deliver a polished user experience

### The Coder School

November 2022 – present

Coding Coach

Irvine, CA

- Tutored 20+ students (elementary to high school) in Python, C++, and Java
- Simplified complex topics such as algorithms, data structures, and error handling
- Guided students through coding projects, enhancing their programming skills and understanding
- Promoted a supportive learning environment to boost student confidence and engagement in coding